

in: Canon Expansions, WIP, Far South, and 2 more

Melukka

EDIT



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Melukka (sometimes written as Mellukka or Melukhkha) is a joint name given by Nilfgaardians and later adopted by Nordlings, for the set of kingdoms, lands and city states situated south-east to the Korath Desert. It has the long trade history with the Nilfgaardian Empire, land of Barsa and Hannu, as well as futher east locations.

The name stems from the term the inhabitants use for themselves, the **Mellu** (sovereign people). When the people of Melukka refer to their home amongst themselves they usually call it *Saïar* or *Mellusaïar*, meaning "land" or "land of the sovereign people" respectively.

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Melukka



General Information

Variation(s)	Realm of city states
Type of Government	Self-goverened city states and kingdoms
Status	Lose city states
Ruler	None

Societal Information

Official Melukkan language

Demonym Melukkani

3. History

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Currency

Ninda



National Emblems

As Melukka is not a unified realm, it has no official national emblem.

A short lived kingdom, which tried to unify all of Melukka, used a flower to represent its reach - every petal symbolizing a city state, with the regent in the center, watching over them all.

Etymology

Scholars suspect that one of the initial translators explained his *saîar* as *Melukka*, "the sovereign place", rather than calling it *Mellusaîar*, the land of the sovereign people, in order to impress the glory of the land itself onto the foreigners. It has indeed become a custom to call the land Melukka when speaking to outsiders rather than simply calling it the saîar.

History

The history of Melukka is as varied as its city states, and must be observed from multiple angles.

Arjvaktra Version

The Arjvaktra approach is a wholly mythological version to the history of Melukka, written in the book with the same name.

Before the arrival of the Mellu, *Saīar* was inhabited by a variety of beings attuned with nature, such as nymphs, called *apsaras* by the Mellu, as well as godlings and sylvans, collectively known as the *yakshas*. The Arjvaktra also speaks of the *gandharvas* – a nearly divine race of high art and culture, whose civilization was destroyed by invading rakshasas during the Conjunction.

In legends, the rakshasa were monstrous barbarians, presumably ogroid, who decimated the gandharvan civilization and forced Yaksha tribes into submission. For centuries they would terrorize the land, before eventually being toppled by human newcomers and their deities. For having bested such a mighty foe as the rakshasa, they named themselves the sovereign people – the Mellu. It is said that the last of the rakshasa kings, Dashaanan, cursed the humans for their interference, that "your bonds shall be as brittle as iron, your loyalties as thin as your blood, a land which shall know no king".

The Arjvaktra attributes the splitting of the people into tribes – such as the Haruns, Malanadis and Jammuttras – to the curse of Dashaanan.

Kaunvakuma Version

The Kaunvakuma retelling of the Mellu history was written by local scholars that sought to chronicle the world history in a purely factual approach.

They pose that the Mellu arrived in *Saīar* from elsewhere, most likely the Gurtani mountains, and found a land filled with ruins and wonders along with a new threat – the rakshasa. Unlike the Arjvaktra version of events however, the Kaunvakuma states that the Rakshasa were merely a highly intelligent Ogre variant, and that they were neither a unified realm nor had kings. They offer no explanation for the downfall of the gandharvan civilization other than "no culture exists forever".

The Kaunvakuma describes the early Mellu settlers dealing with the Rakshasa in a very dry and matter-of-fact way, that a bunch of prideful ogres stood no chance against human intellect and that they were eliminated along with any other monsters that stood in their way.

The victorious Mellu eventually split into tribes – among them the Haruns, Malanadis and Jammuttras. The scholars attribute this split to family feuds, greed and political maneuvering rather than supernatural interference.

Currency

The first currency known used by the Mellu was known as Umbin, meaning fingernail, which supposedly was made from the fingernails of killed Rakshasa. The coin that found universal acceptance in almost all city states however was the Ninda, meaning 'round', which was minted

from silver and brass.

Notable locations

Kingdoms

- Dorungar
- Gomand
- Marhash
- Tokh

Cities and keeps

- Chalotra
- Telvar

Bodies of water

- the Dragon Sea
- the Hourglass Sea
- the Taravaari River

Other

- Great Korath Desert (southernmost parts)
- Tabhal (Tawal) Desert
- Jangallakam
- Malanad Peninsula

Trivia

TBA

External links

- [Melukka work-in-progress doc](#) by SMiki, inspired by ideas from Dark and other members of the Discord

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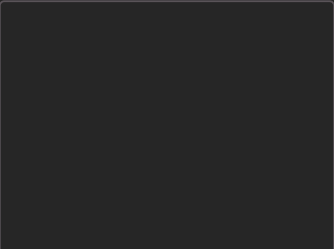
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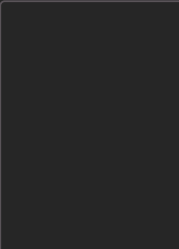
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